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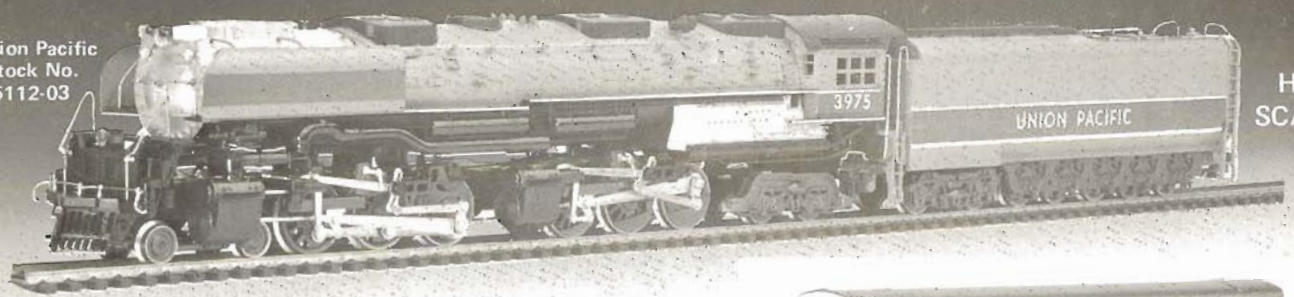

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Command Study

By **Rick Mataka,** *Special Projects Editor*

LAST month we discussed scales in boardgaming and this month we will turn our attention to scales in wargaming. For the most part, the definitions remain the same. What is needed is more clarification and a few additional definitions.

Most miniature wargame rules are in the tactical level scale. Normally, the figure scale given within the rules will have each miniature figure equalling 20 actual men. The corresponding scale for equipment, such as field guns, could have each miniature gun representing 2 to 6 actual guns with crew men. Recreating historical battles in miniature usually requires hundreds of figures, sometimes thousands on one side. The larger a game becomes the more people that are able to play.

It is possible that you may think that each figure is moved individually, however this is not the case. In every set of wargame rules you are given a frontage that a unit takes up. This frontage can be defined as the area that the actual men took up in reference to the ground scale of the miniature rules. Therefore, if you had a figure with a frontage of a ½ inch wide by 1 inch deep, that would be the scale area he would take up on the gaming table. As in boardgaming, all factors are contained in units, the same holds true for miniature gaming.

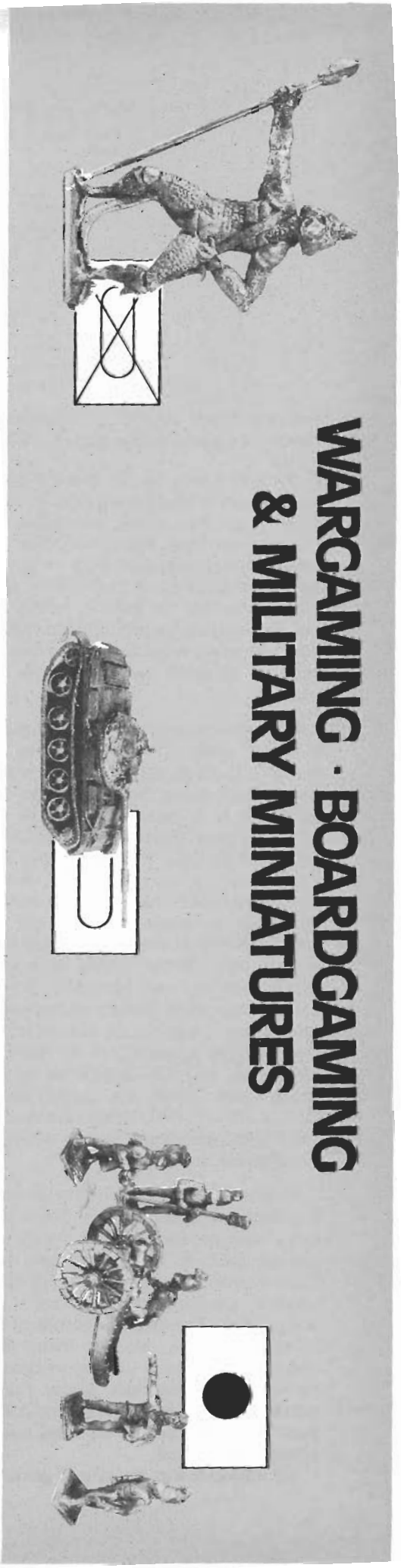
This brings us to the subject of Movement Stands. Movement stands are specially constructed stands upon which a player mounts his figures. Normally, a movement stand would contain a complete unit and the stand's width would be the equivalent to the scale frontage of a unit of that type. Taking our example from before, if our unit contained 80 men or 4 figures, the width of the movement stand would be 2 inches by 1 inch deep. Notice that the depth of the stand does not change. The rules sometimes specify the maximum number of figures to be mounted on a movement stand and the size of the unit they represent. Now it should be apparent how wargamers move those large numbers of figures.

A question that could come to mind at this point is 'how are casualties represented?' There are numerous possible ways in which this can be done. One is through the use of Casualty Caps. These are caps that can be placed near the figure to denote that it is no longer active within the unit. Another way in which casualties are handled is with the removing of the figure from the gaming table. To do this, the gamer must either have extra figures painted up for all his units or some units mounted on individual stands. But don't doubt the ingenuity of wargamers, as they will most likely create their own system for removing casualties from the game.

The Ground scale in a miniature game can vary according to the period of history you're gaming in. In a majority of the rules, the ground scale is never more than 1 inch on the gaming table and is the equivalent to 50 yards in distance.

The Time scale in miniature rules can also vary due to the historical period. In most of the rules, each turn of the game will never equal more than a half hour of real time. The exception to this rule is the night turns of a game. In this

(CONTINUED ON PAGE 89)



Wargaming — Popular and Profitable, Part 2

By **Gary Gygax**, TSR Hobbies

(Editor's Note: Part 1 of Wargaming—Popular and Profitable appear in the March, 1978 issue on page 92.)

IS the popularity of the gaming hobby going to peak soon? From indicators we have it does not appear to be likely. For one thing, continued advertising keeps bringing in new hobbyists. New games and fresh approaches should also help to assure a growing, not dwindling number of enthusiasts. Sheer exposure will certainly benefit the gaming hobby in the next year or two, for it seems unquestionable that the media will give more attention to it. So if the ranks of the faithful will continue to swell, how your store can profit is a fair question.

All of the major gaming hobby products are discounted in pretty standard fashion. These games are usually available through the same jobbers and distributors you are already doing business with. To avoid incorrect buying it is a good idea to ask the hobbyists who patronize your establishment which particular product lines and specific items they are most interested in. Furthermore, you can then check these requests with your supplier as to how these products move for him. If none of this help is available, you can go direct to the manufacturers in many cases, ask them what to carry, basing their answer on the limit of space and dollar expenditure you have previously given. This should give you a pretty clear picture immediately. TSR often gets such requests, and we are always very careful to give our best possible answers, for we have full return/refund guarantees, and there would be no advantage to selling items which would not quickly disappear from store shelves. All reputable firms have much the same outlook. The "right" games and figures will mean a quick, steady merchandise turn.

Because the gamer is a hobbyist, he or she is prone to be a collector and enthusiastic buyer of virtually any and every new product offered which is within his or her interest area. A WWII buff can own six boardgames dealing with the eastern front and still be willing to buy a seventh should it be offered. Miniature figurine wargamers will collect thousands of figures in the period of history which interests them. Because the fantasy "period" is bounded only by imaginative limits, and has no historical parameters, games, rules, and figures in the genre are always excellent sellers. Along with these go the paints, brushes, books, dice and many other accessories already mentioned.

An excellent way for you to get a better handle on the wargaming/gaming hobby is to attend one of the numerous conventions which are held in all regions of the country throughout the year. Admittedly, this is where you will find the proverbial "hard core" of the hobby, but this segment is representative of the whole, if more dedicated and slightly more prone to expend greater sums of money. Each summer there are two national wargaming conventions (*GenCon* and *Origins*) which attract dozens of manufacturer exhibitors and thousands of hobbyists.

There are also a number of large conventions of regional nature at various times during the year, and local gaming organizations sponsor dozens of small affairs from Maine to California, Canada to Texas. The enthusiasm which you observe there is typical of that of the hobby as a whole, and it will convince you that gaming is here and blossoming into a legitimate factor in the whole of the hobby industry. Your store should not be missing a section to serve the needs of this segment of the buying public.

To find the location and date of a gaming convention near to you, I suggest that you watch for announcements of the national events in this publication. If you desire information regarding regional or local conventions, you will find events calendars in many of the professional gaming hobby magazines.

There appears to be no end in sight to the number of new board games which can be designed and published, mainly because the buyers are paying their money to get them. Similarly, new military miniatures types, better designs, and different scales keep that facet of the gaming hobby growing. Where a decade ago most enthusiasts had 20mm or 30mm scale figures, the most popular scale today is 25mm and little 15mm figures are beginning to make a strong showing too. Micro-scaled models of armored fighting vehicles, vehicles scaled in the 1/285 to 1/300 range are very popular, although they have not replaced the older HO scale and 1/87 scale models.

The newest entry into gaming—fantasy and science fiction—likewise has bright prospects in the standard game and figure areas. More and more new games are coming out, there are dozens of new fantasy figures and science fiction troops and space ships produced each month, and more and more hobbyists asking for them. Games and figures are becoming more sophisticated in order to meet higher levels of expectation on the part of buyers. Name authors in these fields are being called upon to design games, or assist in their design and lend their name to the game. A very famous author of fantasy and science fiction novels has even written a book which is

inspired by TSR's *Dungeons & Dragons* game, and the book will be released sometime between late spring and early fall of this year.

Miniature figure manufacturers are having the best artists in the field do illustrations from which to sculpt their models. A *Lord of the Rings* game is now being sold by Simulations Publications Inc., and a figure manufacturer is working on a special Tolkien fantasy line. All this, coupled with the popularity of films like *Star Wars* and *Close Encounters of the Third Kind* bode well for fantasy and science fiction gaming.

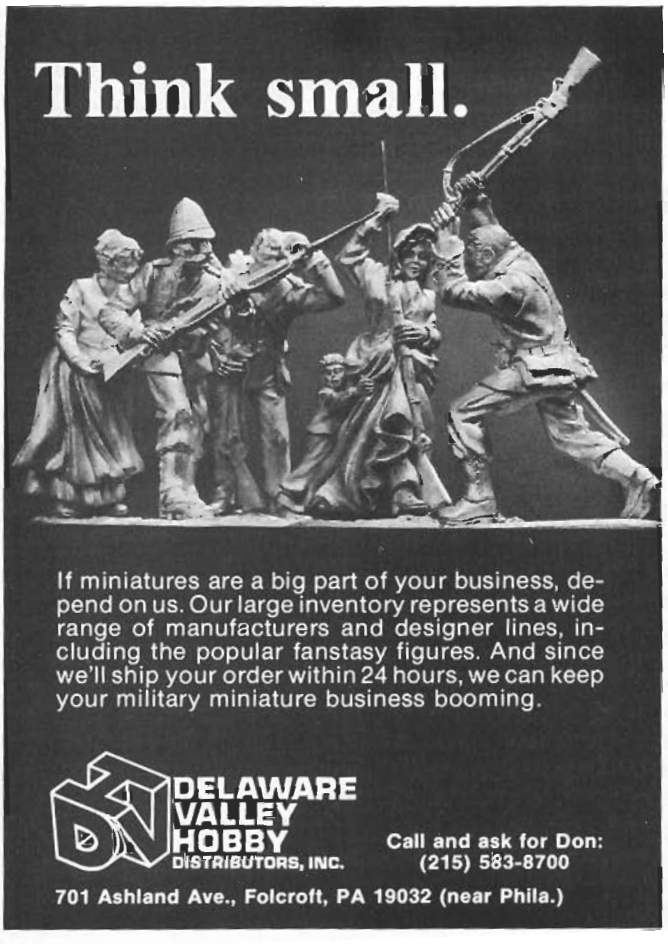
If games in general are becoming increasingly popular as the American people have more leisure time in which to play them, and the true hobby of gaming is growing even more rapidly, still one more important aspect of the future of the hobby must be mentioned. While all the forms of gaming already mentioned make up a considerable portion of the entire hobby market potential, there is a new form which has the potential of becoming far larger than the rest put together. It is, of course, the wave of the future, electronic games—computerized video electronic games to be more specific. The potential number of players and the potential dollar volume of sales in this area is so much larger than the current gaming hobby volumes as to make the former the iceberg and the latter the mere tip.

The major limiting factors of gaming as a hobby are time and knowledge. It requires a considerable amount of time to learn and play many of the games. It requires time to plan miniatures games, time to prepare the figures with which they are played. It is necessary to have considerable historical knowledge to become involved in miniature wargaming. Knowledge of rules and game mechanics are key factors in many other forms of gaming. Because of this, the hobby will appeal to a limited segment of the populace, those with high intelligence and plenty of time to devote to game playing.

However, electronic home video games speed play and obviate the need for lengthy and complex rules and extensive background knowledge on the part of participants. If the enthusiast is able to plug a casette into his home computer, punch a button, and have a battle map or dungeon maze or star fleet set forth brightly on his TV screen, how many more enthusiasts there will be! Preparation time will be reduced to reading a page or two of simple rules in most cases. Playing time will be likewise reduced, for the computer can handle game mechanics in a second or two, mechanics that could take ten or twenty minutes when handled by players.

Best of all, the video display is more appealing than many forms of the gaming hobby due to clarity of display and movement—although at current levels of technology nothing the screen can put forth can have the same eye appeal as marshalled ranks of brightly uniformed Napoleonic Wars troops in the throes of battle, for example.

Don't wait for electronic games, however. This is the time to get into the gaming hobby. Most of the hobbyists buying the paper and cardboard and metal games and figures today will be your best customers for computer video games in a year or two. Why miss both immediate sales and an established clientele? Gaming as a hobby is here to stay, and it can only mean extra profits for your store. ■



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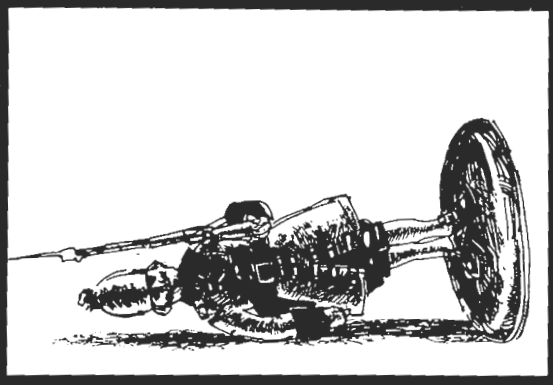

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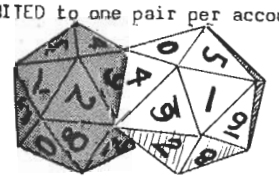

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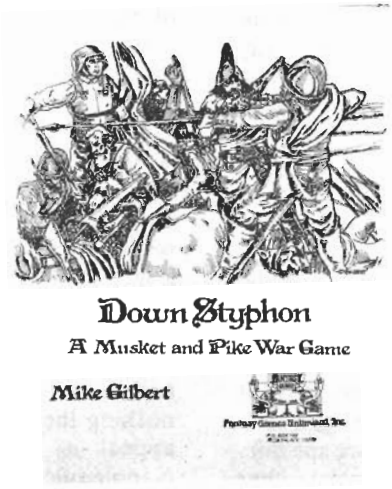
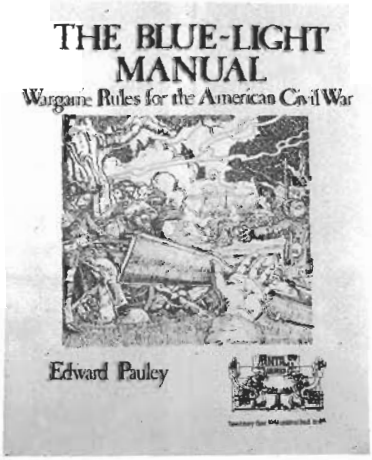


Down Styphon is a set of miniature rules wargaming for the Musket and Pike period. It is based on the novel "Lord Kalvan of Otherwhen." Rules are very simple to understand and it's an excellent game for the beginning wargamer. Also contains special rules for historical wargaming in the Musket and Pike era. $4.00 retail.



The Blue-Light Manual is a second edition set of miniature wargaming rules for the American Civil War. Edition is expanded with more detail in the Appendices. There are also subtle rule changes from the first edition that can effect the outcome of the game. Highly detailed rules set has numerous charts, tables, and historical addenda. Well researched and one of the most complete sets on this topic available. 100 pages. $6.00 retail. Fantasy Games Unlimited, Dept. CM, PO Box 182, Roslyn, NY 11576. **See ad page 77.**

FLYING BUFFALO

Weirdworld is solitaire dungeon #6 for use with the fantasy role playing game of Tunnels and Trolls. This is a popular series of dungeons as no opponent is needed for the gamer to play. Rules of Tunnels and Trolls are needed prior to purchasing this dungeon. Retail $3.00. Flying Buffalo Inc., Dept. CM, Box 1467, Scottsdale, AZ 85252.

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Axis Combat Tanks is the latest **WWII Fact Files.** This book traces the use of all of the combat tanks employed by the German army. Charts containing detailed weapon specifications as well as written information accompany each photograph. Many of the tank variations are also covered. Good book for the wargamer, historian or modeller. Softback, 64 pages. Retail $4.95. Arco Publishing Co., Inc., Dept. CM, 219 Park Ave. So., N.Y., NY 10003.

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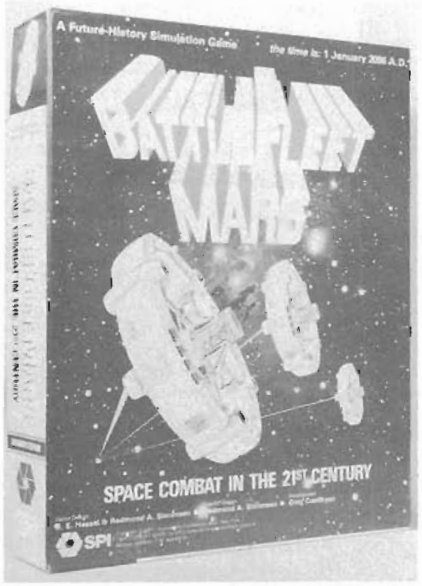
FLYING BUFFALO

Dargon's Dungeon is the latest addition to the set of Solitary Dungeons that can be used with the Fantasy role playing game of Tunnels and Trolls. This is a fairly simple Fantasy game and the solitary dungeon allows the gamer to enjoy his hobby when no opponents are available. Numerous games can be played with no two ever being the same. Retail $3.00. Flying Buffalo, Dept. CM, Box 1467, Scottsdale, AZ 85252.

SPI

Panzergruppe Guderian is a historical boardgame based on the Battle of Smolensk in July of 1941. This is a re-release of a previous successful game in a new format. This game is boxed in a bookcase style with a mounted map, die cut counters and rules. It deals with this battle in WWII in a simple manner that is excellent for beginners.



Battlefleet Mars is a science Fiction boardgame of tactical and strategic combat in space during the 21st Century. Another re-release of a successful game in the bookcase format with mounted mapboard, die cut counters, rules, charts and tables. Fairly difficult game and should be suggested for those familiar with boardgaming. Simulations Publications Inc., Dept. CM, 44 East 23rd St., NYC, NY 10010.

BILL DEAN BOOKS

The US Army 1941-1945 and **The British Army 1965-1980** are the latest additions to the popular Men-At-Arms series of books. The format of these books are similar. Information on badges, unit composition, historical data, weapons and uniforms are covered. Many color plates are in the center pages and correspond to the uniform information. Fine books for the wargamer, military miniaturist or historian. Retail $5.95.

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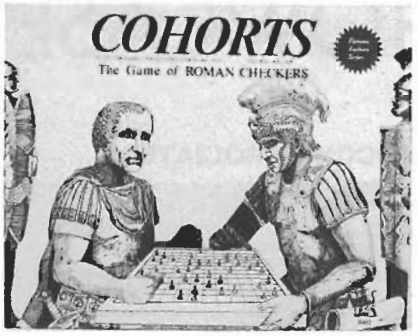

Cohorts is a family boardgame that dates back to the Romans and Egyptians for its origins. Basically it is the game of checkers played on a larger board with more movement variation allowed. An interesting game as it keeps players constantly thinking. Rules can be read in less than 5 minutes and while the game is simple to play, the tactics players can use make it challenging. An excellent game for the wargamer to take home for his family to play.

Dungeons and Dragons Monster and Treasure Assortment Set 3 is a game playing aid that is useful for the Dungeon Master during the course of a game. It contains 7 pages of charts and tables full of new monsters and treasures with suggestions on its use. TSR Hobbies, Inc., Box 756, Lake Geneva, WI 53147. **See ad page 63.**

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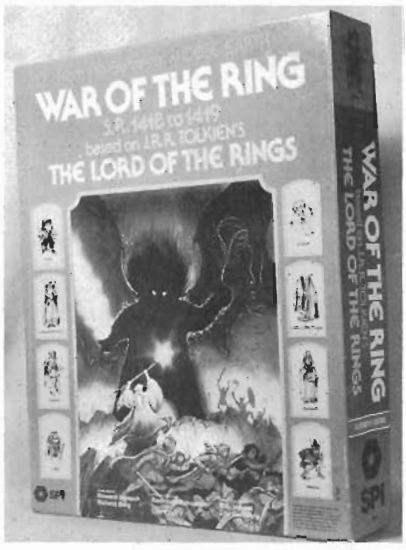
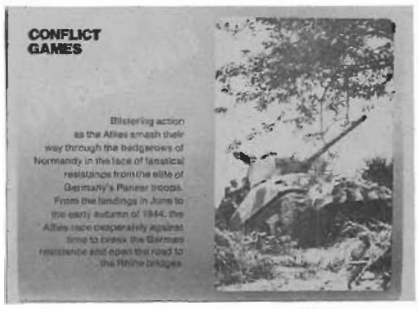


This is the boxed edition of the character game of **War of the Ring.** (See review in January, 1978 issue page 170) Game contains a mounted mapboard in place of the cardstock map. Mounted mapboard offers a sturdier playing surface for those who play the game regularly. This is the game that was licensed from the Tolkien estates. Retail $18.00.

CONFLICT GAME



Overlord is a historical boardgame simulation of the Normandy Invasion that occurred during WWII. It can be thought of as an intermediate level game and should be suggested for those familiar with boardgaming. It is packaged in a box with mounted mapboard, die cut counters, rules, charts and tables. Conflict Game Co., Dept. CM, 201 Broadway, Normal, IL 61761.

HERITAGE MODELS

These are two new Table Top games that are published in the U.S. by Heritage. They are the type games that contain the major advantages of both miniature gaming and boardgaming. They offer an enjoyable game, are easy to play, and are excellent for beginners. **U-Boat** recreates the struggle for the North Atlantic during WWII. One player is the destroyer commander guarding a convoy and the other player is the U-boat captain out to destroy the convoy. **Micro Colonial** recreates the late 1800's era in Africa with the Zulu wars. Both games are packaged in a plastic bag with rules, charts and counters that need to be cut out. Each retails for $4.50. Heritage Models Inc., Dept. CM, 9840 Monroe Dr., Dallas, TX 75220. **See ad page 73.**

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This is from a newly released line of licensed figures known as the Star Trek line. This is #1612 and contains castings of the **Federation Crew.** All of the favorite characters are depicted in this set. There are 6 figures to a pack. $2.95 retail.

More from the 25mm Star Trek range are (from left to right) #1619 who are the **Andorians**, Blue Tentacled Humanoids and #1628 who are the **Tellerites**, Stocky Pig-faced Humanoids. There are 6 in each pack. $2.95 retail. Heritage Models Inc., Dept. CM, 9840 Monroe Dr., Dallas, TX 75220. **See ad page 73.**

GHQ

New 1978 **GHQ Catalog** is 8 pages with two-color cover. Catalog pictures and lists all GHQ's current offering, including 1:285 scale Micro Armour in WWII and Modern periods; and Micro Nauts. Also features Micro Nauts new sails, which are now included with each ship. GHQ, Dept. CM, 2634 Bryant Ave. So., Minneapolis, MN 55408. **See ad page 67.**

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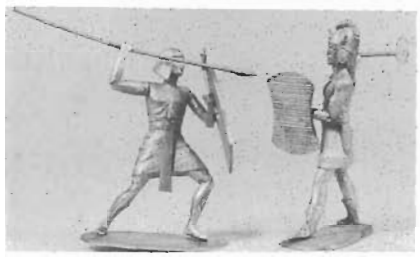
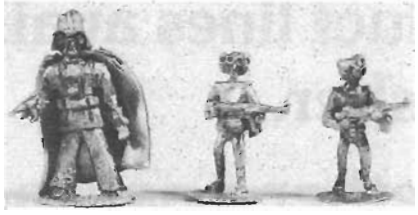


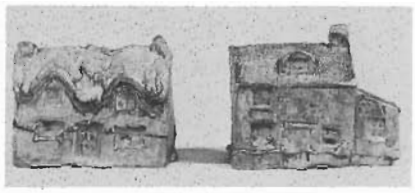
In the 54mm scale from the Squadron/Rubin line is (from left to right) #202 is an **Egyptian Spearman** and #203 is a **Hittie Axeman.** Both are from 1294 B.C. and are cast in 7 pieces. The 2 kits can be combined to form a small diorama from this era. Each is packaged in a plastic bag complete with painting instructions. Each retails for $3.95.

From the Fantasy range of Squadron figures in the 1/32nd scale is #199. It depicts the scene in which **Eowyn** battled the Dark Lord and his Nazgul. Cast in approximately 16 pieces, considerable assembly is required. Packaged in a box complete with painting instructions. $19.95 retail. Military Model Distributors, Dept. CM, 3461 East Ten Mile Road, Warren, MI 48091. **See ad page 68.**

MCEWAN MINIATURES



Starguard Figures in the 25mm scale (from left to right) are FF-34, a Necromorph Officer cast in 3 pieces, FF-35 a Basic Necromorph infantryman cast in 3 pieces and FF-35A a Necromorph infantryman with a laser rifle, cast in 2 pieces. All castings require some assembly. Each retails for 35¢.



ZOCCHI ASSOCIATES

A new line of miniatures distributed by Zocchi is the **Cannon/Westwall Terrain** and **Building Accessories** for Micro Armour. They are in the 1/300th scale, cast in tin/lead and are single castings that require no assembly. (From left to right) is #1103 which is a Thatched Cottage and #1104 which is a Cottage Type I. Packaged in a plastic bag. Each retails for 60¢.

More Building and Terrain Accessories for Micro Armour are (from left to right) #1107 which is the foundation of a **bombed brick building** and #1108 which is a **Large House.** Packaged in a plastic bag. Each retails for 90¢. Zocchi Associates, Dept. CM, 7604 Newton Dr., Biloxi, MS 39532. **See ad page 72.**

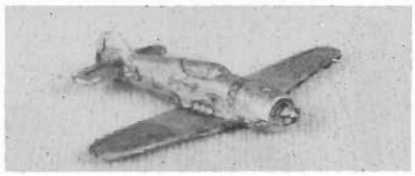
From the **Old West range** of figures in the 25mm scale (from left to right) is OW-1 who is a Gunfighter ready to draw and OW-1a who is a Gunfighter firing a pistol and OW-1c who is a Mounted Gunfighter. The first two figures are single piece castings and OW-1c and retail for 35¢ each. OW-1c is cast in 2 pieces and retails for 85¢ each. McEwan Miniatures, Dept. CM, 840 W. 17th So., Salt Lake City, UT 84104. **See ad page 78.**

BIVOUAC MINIATURES

In the 1/35th scale in tin/lead are wounded soldiers of WWII. (From left to right) is a **German Infantryman** and a **Russian Artilleryman.** Fine additions for diorama modellers. Each is packaged in a plastic bag.

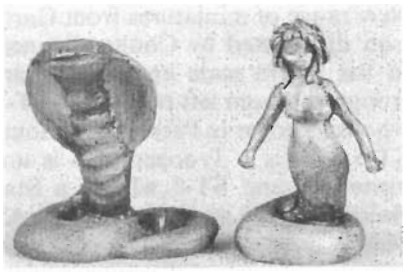
Collectors figures in the 90mm scale from the late 1800's period of history. (From left to right) is a **Slave** cast in 2 pieces and a **Cheyenne Indian Warrior** that is cast in 3 pieces. Both assemble easily and are packaged in a box. Slave is $10.95 retail and Indian is $12.50 retail. Bivouac Miniatures, Dept. CM, Box 12522, Kansas City, MO 64116.

HERITAGE MODELS



Package 7657 contains **German FW 190 fighters** in the I" to 36' scale. A single piece casting from the Air Power range of miniatures. Packaged 6 to a pack. Retail $1.98.

Package 7030 contains **WWII American troops** in Europe in firing positions. Single piece castings in the 15mm scale from the Panzertroops range. Retail $1.98.

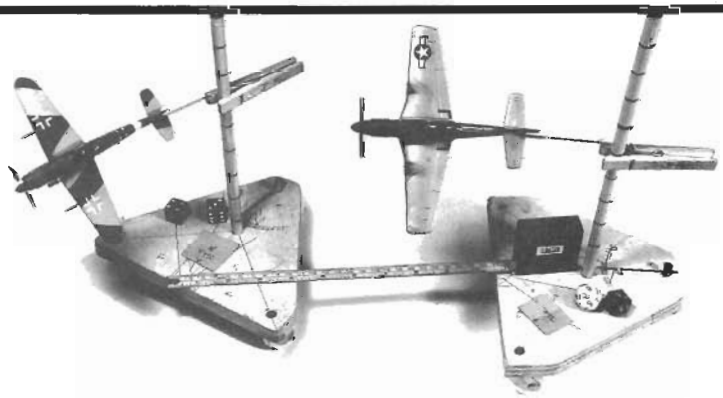


From the 25mm fantasy range is a **Giant Cobra** and **Medusa.** Single piece castings that require no assembly. Heritage Models Inc., Dept. CM, 9840 Monroe Dr., Dallas, TX 75220. **See ad page 73.**

ARCHIVE MINIATURES

Castings in the 15mm scale from the Dark Ages range (from left to right) are #1501 a **Mounted Norman Knight** who is charging, #1510 who is a **Viking Axeman** and #1511 who is an **Asiatic Horse Archer.** All are single piece castings that require no assembly. #'s 1501 and 1511 contain 5 per pack and #1510 contains 10 per pack. Retail $1.69 each pack.

Castings in the 25mm scale from the Science Fantasy range (from left to right) are #2061 who is an **Aphis Infantry Group,** #2060 who is an **Aphid Scout** on Gray-Cycle and # 2062 who are an **Aphid Mortar Group.** #2060 is cast in 4 pieces and requires assembly. The rest are single piece castings. In 2060 there are 3 per pack, 2061 and 2062 have 7 castings per pack. 2060 retails, $2.29 and 2061 and 2062 retails $1.69. Archive Miniatures, Dept. CM, Box 93, Burlingame, CA 94010. **See ad page 77.**



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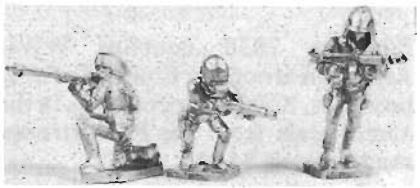
ARCHIVE MINIATURES

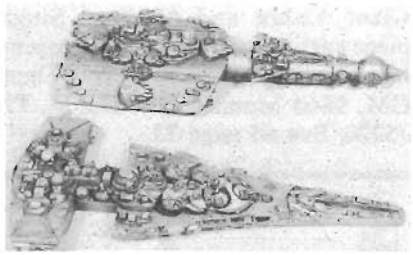
From the Fantasy, Middle Earth range of 25mm figures is #530 and is known as a **Low Orcan Variety pack.** There are 5 casting to this pack and they require no assembly. Cast in tin/lead. $2.29 retail.

In the 25mm Fantasy Mythology range (from left to right) is #615, an **Amazon Archeress** and #616 an **Amazon Hoplite.** Cast in tin/lead there are 3 of each in a pack and no assembly is required. $220 retail per pack. **See ad page 77.**

COULTER-BENNETT



New range of miniatures from Garrison distributed by Coulter-Bennett in the 25mm scale known as **Startroopers.** (From left to right) is ST-2 who is Trooper in Personal Armour, ST-3 who is a Trooper who is unarmoured and ST-4 who is a Star Raider who is an enemy Alien. All figures are cast in 2 pieces and require some assembly.



Another new range released by Superior and distributed by Coulter-Bennett consists of **Star Ships.** Ships can be used in almost any scale the gamer desires. (Front and back) is ES-20 and is an Entomalian Galactic Dreadnought known as the Mantis and AS-40 which is an Avarian Galactic Dreadnought known as the Condor. Both are single piece castings that require no assembly. Each retails for $5.95. Coulter-Bennett Ltd., Dept. CM, 12158 Hamlin St., N. Hollywood, CA 91606. **See ad page 71.**

HERITAGE MODELS

From the Warlord of Mars series are **Red Martians** in the 25mm scale. Cast in tin/lead they are single piece castings. 6 per pack. $2.95 retail.

In the 15mm scale from the **Panzertroops** range is #7032 which are Americans in WWII attacking with Light Infantry weapons. Single piece casting now assembly required. $1.98 retail. Heritage Models Inc., Dept. CM, 9840 Monroe Dr., Dallas, TX 75220. **See ad page 73.**

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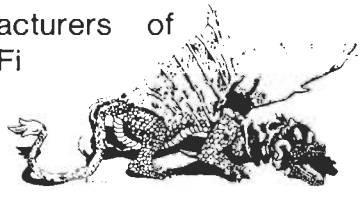

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COMMAND STUDY

(CONTINUED FROM PAGE 69)

case, special rules are needed according to the situation being simulated.

There is one other scale in miniature wargaming and it is the Grand Tactical scale. In this scale, each figure used is the equivalent to 50 actual men or more. A game of this type uses a larger ration of time, ground and figure scale. Its main objective is to recreate the tactics that were used in large battle with a smaller amount of figures than would normally be used.

As in boardgaming, miniature rules are also researched and tested for a long length of time. These charts and tables are as accurate as possible. With the information you are given, you know you'll have an accurate recreation of a battle in history. ■

MODEL RAILROADING

(CONTINUED FROM PAGE 47)

sive. On the top floor was Preston's mail order business of 1:1250 scale cast metal ships which he mails around the world. Preston does not handle crafts.

Trade magazines are available in both England and Germany. Colin Elliott, Elliott Publications, publishes both the Craft & Hobby Dealer and the Craft Teacher News. Elliott is a member of the CHIA Council or board of directors. In Germany, Werner Nostheide is editor of SCALE, the German hobby trade magazine. Nostheide is one of the leaders in the push to create a German Hobby Industry Association. Goller Verlag, publishers of SCALE, also publish an influential German toy trade magazine. Herr Nostheide believes that through strong hobby identity, a stronger hobby industry will come about in Germany. ■

NUREMBURG

(CONTINUED FROM PAGE 58)

number of European buyers attending. Besides the 22,000 German buyers there are over 9,000 other buyers. One look at some of the number of European buyers will indicate the great sales potential for the American exhibitor.

Country	Number of Visitors 1977
France	1,173
Austria	982
Netherlands	940
Switzerland	929
Belgium	637
Italy	537

Visitors from 81 different countries attended the Fair. More importantly from the exhibitors' point of view, they came to write orders. ■

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